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THE Nintendo® DOUBLE PLAYER™

WIRELESS HEAD-TO-HEAD SYSTEM

OWNER'S GUIDE

Now two players can go Head-to-Head, wireless! With Acclaim's Double Player™ System, you and a friend will really get the power to move—especially when playing games with simultaneous, Head-to-Head, 2 player action, like Acclaim's *WWF WrestleMania*® or *Double Dragon II: The Revenge*.™

The Double Player System's score-raising features include Twin Turbo Rapid-Fire for both A and B buttons, Slow Motion, and Pinpoint accuracy from up to 30′ away. Get the power to move from Acclaim!

Official Nintendo® Seal of Quality™

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Acclaim™ entertainment, inc.

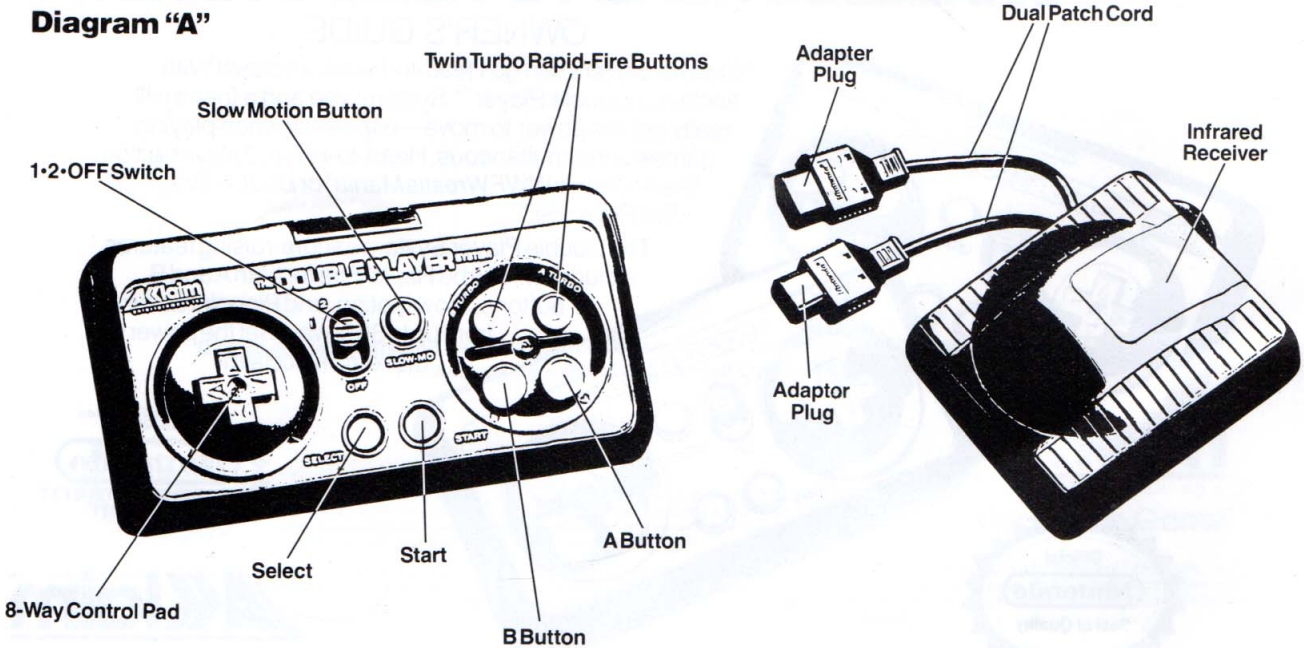
COMPONENTS AND FEATURES

Your Nintendo® Double Player Wireless Head-to-Head System from Acclaim includes the following:

1 Infrared receiver with dual adapter plugs
2 Double Player wireless remote controllers

Diagram "A", below, shows you the components and game play features of your Double Player System.

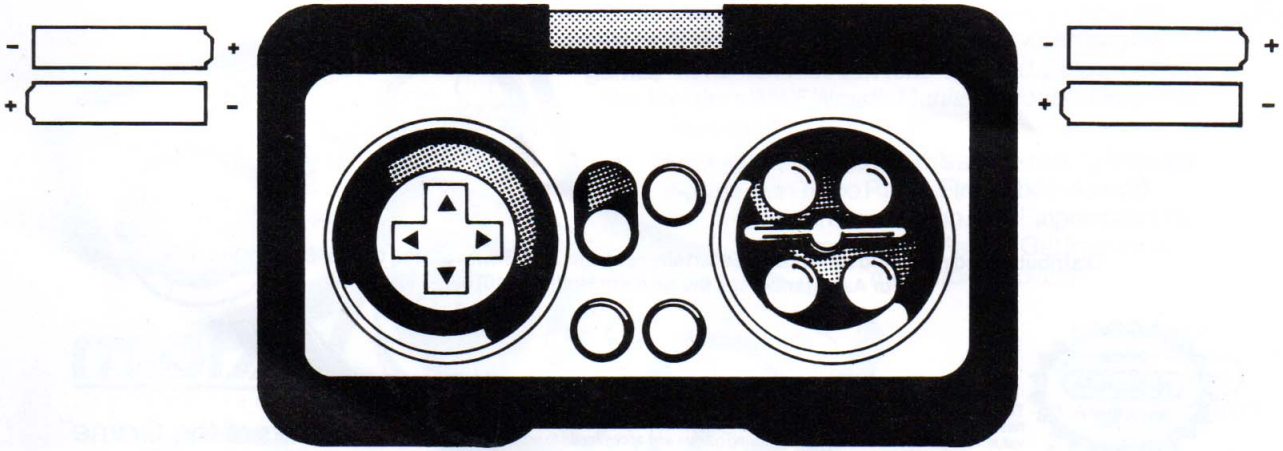
Diagram "A"



INSTALLING BATTERIES

1. Make sure the 1•2•OFF switch on your **Double Player Controller** is in the OFF position.
2. Carefully press down on the two battery covers and slide them forward to remove.
3. Install 4 new "AAA" alkaline batteries, two on each side, as shown in Diagram "B."
4. Replace Battery Covers.

Diagram "B"



CONNECTING YOUR DOUBLE PLAYER SYSTEM

1. Make sure the power switch is OFF on your Nintendo® Control Deck.

2. Your **Infrared Receiver** comes equipped with a dual patch cord which has *two* **Adapter Plugs.** You will notice that a *white line* runs along one of the cords. Insert the **Adapter Plug** attached to the white cord into controller socket #1 of your Nintendo® Control Deck. Insert the other **Adapter Plug** into controller socket #2 (See Diagram "C" below).

3. Place your **Infrared Receiver** on top of your Nintendo® Control Deck or TV, facing towards you, as shown in Diagram "D" below. Be sure there is a clear, unobstructed path from your **Double Player Controllers** to the **Infrared Receiver,** for pinpoint accuracy up to 30 feet away.

Diagram "C"

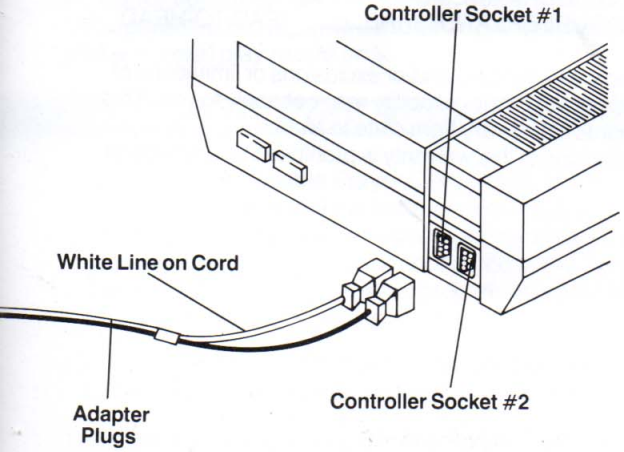
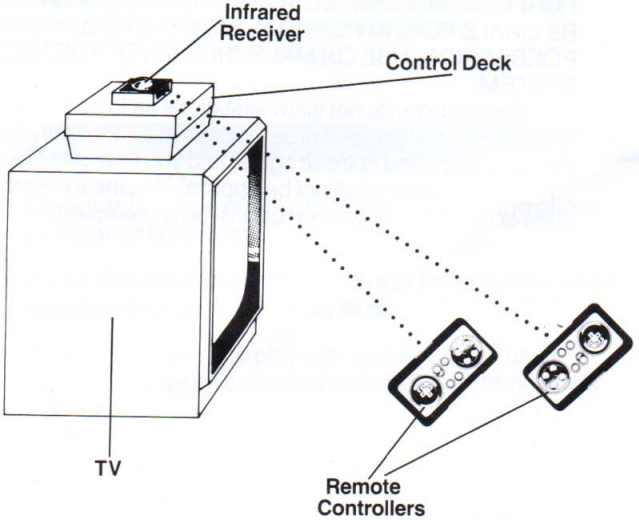


Diagram "D"



ONE PLAYER GAMES

1. Make sure the power switch is OFF on your Nintendo® Control Deck.

2. Insert your Nintendo® game pak as described in your Nintendo® instruction manual, then turn the Control Deck power ON.

3. Next, to power up your **Double Player Controller:** slide the 1•2•OFF switch of *either* **Double Player Controller** to the **1 position.** Now you are ready to play a one player game. Always make sure the 1•2•OFF switch on the *other* **Double Player Controller** is in the OFF position.

TWO PLAYER GAMES

Your Double Player System allows you and a friend to enjoy the convenience and excitement of wireless game play.

1. To play TWO PLAYER ALTERNATING games like Acclaim's *Tiger-Heli,*® you can use 1 or 2 **Double Player Controllers:**

A. USING 1 CONTROLLER: Slide the 1•2•OFF switch to the **1 position** until player #1's game turn ends. Then slide the switch to the **2 position** for player #2's turn. Continue to slide the switch from **1 to 2** for the duration of the game.

B. USING 2 CONTROLLERS: Slide the 1•2•OFF switch on *one* **Double Player Controller** to the **1 position** and the 1•2•OFF switch on the *other* **Controller** to the **2 position.** The player with the 1 position will always enter game select information, start the action, and go first in game play. Do not change the position of the 1•2•OFF switch for the duration of the game.

2. To play TWO PLAYER HEAD-TO-HEAD games (simultaneous play), slide the 1•2•OFF switch on *one* **Double Player Controller** to the **1 position** and the 1•2•OFF switch on the *other* **Controller** to the **2 position.** The player with the 1 position will always enter game select information and start the action. Do not change the position of the 1•2•OFF switches for the duration of the game. Now both players can play at the same time without interfering with each others game play.

NOTE: When playing two player games, if both Controllers are in the 1 position or both are in the 2 position, game play will be disrupted.

SPECIAL FEATURES

TWIN TURBO RAPID-FIRE FOR BOTH A AND B BUTTONS

For super high scores, you can separately activate rapid-fire for both A and B BUTTONS. To do so, press and lock the TURBO BUTTON of the corresponding A and/or B BUTTON. To shut off the rapid-fire mode, press the corresponding TURBO BUTTON again, unlocking it.

NOTE: In jumping games, like Acclaim's Wizards and Warriors™ and IronSword,™ the jump button should be kept in the normal play position for best jumping results. The other button can be set to the rapid-fire mode for lightning quick firepower. Some games may not operate in the rapid-fire mode and should be played in the normal play mode only.

SLOW MOTION

Press and lock the SLOW MOTION BUTTON down to activate slow motion. This feature helps you get through difficult parts of a game when the action is fast, wild and furious. To resume play at normal speed, press the SLOW MOTION BUTTON again, unlocking it. Some games may not operate in the slow motion mode and should be played at normal speed only.

NOTE: Some early Nintendo® games may not work with the advanced infrared technology featured in your Double Player Controllers. If so, use your standard Nintendo® controllers to play these games.

CARING FOR YOUR DOUBLE PLAYER SYSTEM

1. If either of your **Double Player Controllers** begins to malfunction, check that the batteries are installed properly and/or replace batteries. Also make sure the **Infrared Receiver** is properly connected to the Control Deck and the 1•2•OFF switch is properly adjusted for the type of game you are playing.
2. Do **not** expose your **Double Player Controllers** or **Infrared Receiver** to extreme heat or humidity.
3. Do **not** drop or throw your **Double Player Controllers** or **Infrared Receiver.**
4. Do **not** spill liquids on your **Double Player Controllers** or **Infrared Receiver.**
5. If your **Double Player Controllers** or **Infrared Receiver** become dirty, clean with a dry cloth.
6. If you are not going to play with your **Double Player Controllers** for an extended period of time, remove the batteries.

Acclaim Entertainment, Inc., Limited Warranty

Acclaim Entertainment, Inc. ("Acclaim") warrants to the original purchaser that the Nintendo® Double Player™ Wireless Head-to-Head System ("Double Player") is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The Double Player is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from the use of the Double Player. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Double Player, postage paid, with proof of date of purchase at its Factory Service Center. Replacement of the Double Player, free of charge, to the original purchaser (except for the cost of returning the Double Player) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Double Player has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THE THE DOUBLE PLAYER, INCLUDING WARRANTIES OF MERCHANTABILITY AND WITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NINTENDO DOUBLE PLAYER WIRELESS HEAD-TO-HEAD SYSTEM.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

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